

Laura Bow:

THE DANGER  
OF AMON RA

ADDITIONAL  
INSTRUCTIONS



Welcome to THE DAGGER OF AMON RA, the second of Sierra On-Line's Laura Bow Mysteries.

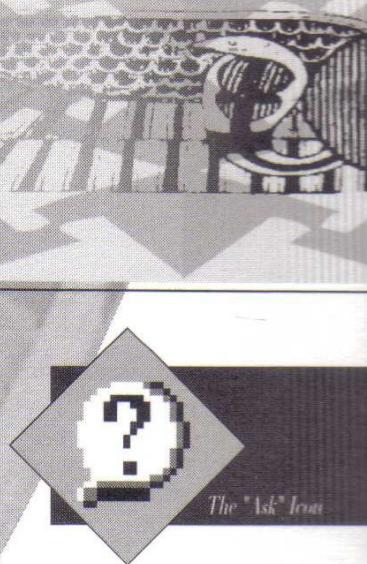
Full instructions for installing and loading THE DAGGER OF AMON RA may be found in your Sierra Game Manual. While the Game Manual covers just about everything you'll need to know, this card describes an extra icon we've added to give THE DAGGER OF AMON RA greater depth and challenge. We've also included a brief walkthrough of the beginning of the game to get novice adventurers up and running.

### The "ASK" Icon

During the introduction of THE DAGGER OF AMON RA, you -- Laura Bow -- will be given a notebook. This notebook appears in your inventory and may be examined at any time. At many points in the game, written entries will appear in the notebook automatically as you uncover new information about people, places, things, or miscellaneous concepts. This notebook is used in conjunction with the **"Ask" icon** in order to allow you to ask other characters about any of this information.

The **"Ask" Icon** appears on the Icon Bar next to the **"Talk" icon**.

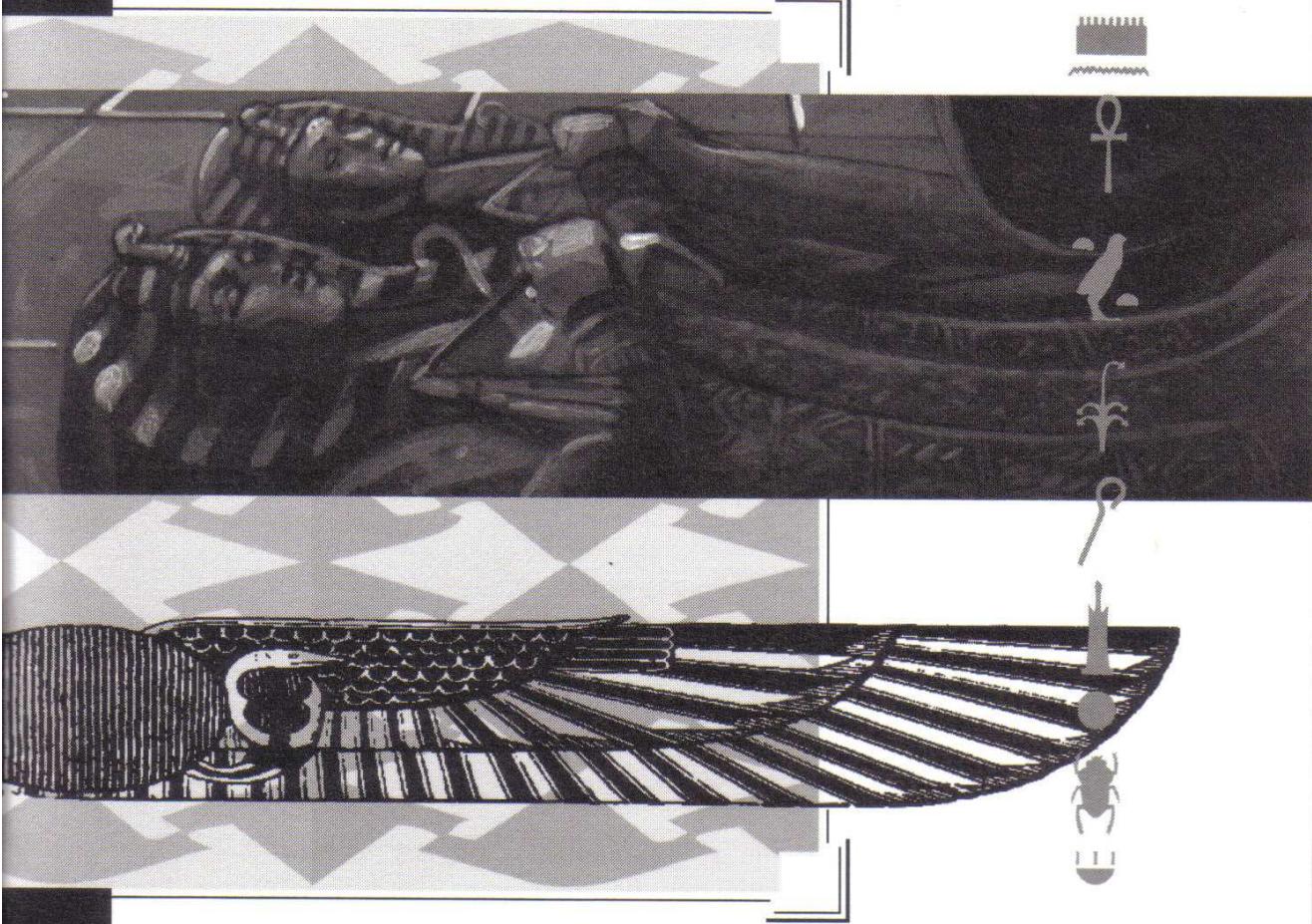
To use the **"Ask" icon**, select it the same way you would select any other icon -- with the mouse, the TAB key, or the joystick. The cursor will then change to the **"Ask" cursor**. Click the **"Ask" cursor** on any character (other than yourself!) in the scene. A closeup of the Notebook will appear.



Now click the **HAND cursor** on any of the index tabs along the side of the notebook. This opens the notebook to the section you've selected. If there are more items in a section than will fit on one page of the notebook, click on the lower right-hand corner of the page to see more entries under that section.

Once the entry you wish to ask about is visible on screen, click the **HAND cursor** on entry (highlighting entry). Then change **HAND cursor** to **EXIT cursor** and press return or left mouse button. The notebook will disappear and the character you "Asked" about that entry will answer... but remember, not everybody in the game will know about everything, and not everybody can be counted on to tell the truth!

Ask as many questions as you can. The right questions will result in more notebook entries...and that, in turn, means more information and a better chance at a successful conclusion. Diligence pays off. Only thorough detective work will result in the best possible ending for Laura Bow, Cub Reporter. (You'll know it when you see it!)



## WARNING! READ NO FURTHER UNLESS YOU'RE HAVING TROUBLE GETTING STARTED!

The first thing to do is to boot the game and watch the opening cartoon. In the future, you can skip the introduction by right-clicking with the mouse, but for now, it's best to watch it so that you're familiar with the background to the story.

After traveling via train from New Orleans to New York, Laura will go directly to the offices of the New York Daily Register News Tribune. She'll speak to her new boss, Sam Augustini, and then go out into the newsroom. Crodfoller T. Rhubarb, a reporter who had just started to investigate the theft of the celebrated Dagger of Amon Ra, will give you a short quiz to see if you're well-versed in Egyptology. The answers to his questions can be found in the Museum Guide in your game package. Once you've found the picture of the Egyptian God or Goddess that answers Crodfoller's question, click the **HAND cursor** on that picture.

Now that he's convinced you're the right woman for the job, you'll find yourself standing in the newsroom. Click the **LOOK cursor** on each person you see in the room, on the door marked "Gents," and on the bulletin board. Now click the **TALK icon** (it's the balloon with the !) on each person in the room. Do that twice for each person, because you never know when persistence will pay off. There's an empty desk

right next to Crodfoller; click the **HAND icon** (use the fingertip) on the back of the empty chair to sit down. You'll go to a closeup of your desktop. Use the **HAND icon** to try to open the top drawer of the desk. It's locked, but the key isn't far away. Use the **HAND icon** on the lower right-hand corner of your desk blotter; you'll turn the corner up and find a small key underneath. Click the **HAND icon** on the key to take it.

Open up your Inventory window by going to the top of the screen and clicking on the handbag (that's Laura's inventory). You'll see your notebook and the desk key. Click the **EYE icon** on the notebook and on the key to get brief descriptions of them. Now use the **ARROW icon** on the key to "activate" it. The key will appear as a cursor you can move around the screen, and it'll also appear in the window next to the handbag to show you that it's the active inventory item. Click on the **OK button** to close the inventory window. Click the **KEY cursor** on the desk drawer to unlock it. Use the **HAND icon** to take the piece of paper you see inside the drawer.

Now click the **EXIT icon** anywhere on the screen to see yourself sitting at the desk. Click the **ASK icon** (that's the balloon with the ?) on Crodfoller. Your notebook will appear; click the **HAND icon** on the "**THINGS**" tab on the right side to open the notebook to that section. Notice how everything in your inventory also appears on the **THINGS page**? That's so that you can ask about items in your inventory. Click the **HAND icon** on the entry that says "Notebook," then click the **EXIT icon**. You'll be returned to the view of the newsroom, and Laura will ask Crodfoller about the notebook.

Be sure to ask Crodfoller about everything you can; he's the source of a lot of important information at the beginning of the game! As he mentions names and places, they will also appear in the notebook; don't forget to ask about these new items as well. You'll also want to take a look into the garbage can; there's no telling what the reporter who last used the desk may have tossed away.

**Good luck, and remember: Save Early, Save Often. Laura's in the Big City now, and danger lurks everywhere. Don't let Laura become just another Adventure Game Statistic!**



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